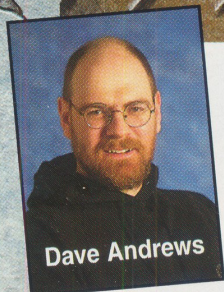
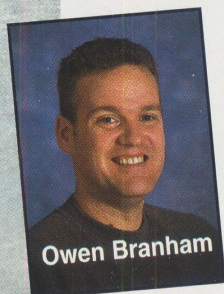


# NECRON TERRAIN

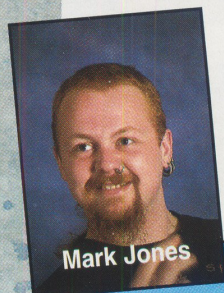
By Dave Andrews, Owen Branham and Mark Jones



Dave Andrews



Owen Branham



Mark Jones

*Fell rumblings have been emanating from long forgotten tombs and communication has been lost with dozens of Imperial worlds. So it started, the insidious and relentless march of the Necron.*

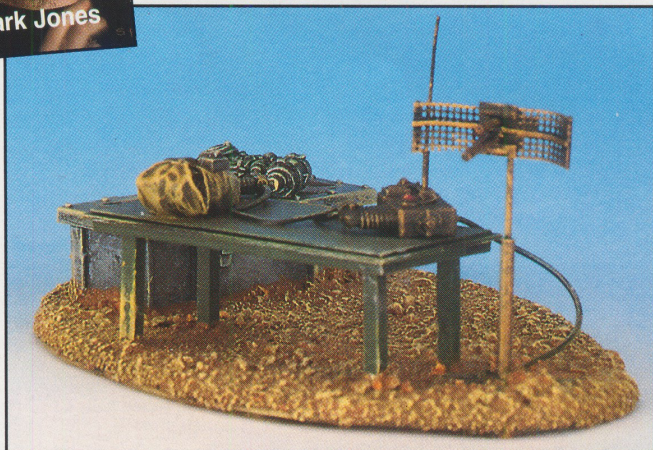
*One of the men responsible for unleashing this mechanical threat to the safety of mankind is Dave Andrews, who sculpted the Necron miniatures. Not content with scaring the living daylights out of WH40K players the world over, Dave (with the help of Owen Branham and Mark Jones) has even created a few pieces of unique scenery to go along with the Necron army. Ian Strickland investigates.*

## CREATING TERRAIN

When you start out playing games like Warhammer and Warhammer 40,000 you begin by putting together all the card terrain in the boxed game, buying flocked hills and trees and just start playing games with your new army. As you immerse yourself into the background of a particular army, such as a Chaos Beastman warband for example, you'll want to make some terrain that fits in with the kind of battlefields this army will fight on. For instance you can make a herdstone, hills

covered with bones and instead of the normal trees you can make trees that are gnarled and withered. If you have an Imperial Guard army made up of Catachan Jungle Fighters, why not put foliage on their bases, make tropical trees, giant cacti and even a whole jungle tabletop to fight over? Just look at Adrian Wood's Gorkamorka terrain in WD 219 or Warwick Kinrade's Tsaragrad cityscape in this issue for other great examples of this approach. As you can see, with a little imagination any kind of terrain is possible.

Ace Citadel designer Dave Andrews, the man behind the look of the mysterious Necrons, decided that he wanted to make a battlefield for the near indestructible mechanoids that he had been sculpting for the last few months. His creative juices bubbling, Dave decided that, like the Necrons themselves, the terrain should extraordinary. After all, if you're going to make some themed terrain, you want it to stand out on the battlefield! The original concept for the Necrons was that they would be akin to the Undead in Warhammer, the remnant of a long dead civilisation risen from the grave once more to fight their enemies. After looking at the architecture and hieroglyphics of Ancient Egypt, Dave decided to use similar imagery on the miniatures and terrain.



*Part of the excavation site built by Owen and Mark. Note the newly discovered Necron skull...*



With the character for the army and terrain established, help was enlisted in the form of Games Workshop model makers Owen Branham and Mark Jones. The two chaps undertook the practical work on a lot of the terrain, particularly the pyramid (more about that later on). They also got into the spirit of things by taking the ideas a step further, making an abandoned Imperial excavation site, complete with huge digging machines, tents and power generators. This gave the impression of the Necrons as a long lost, 'dead' race being investigated by the zealous forces of the Imperium. However, the site of the dig has been mysteriously abandoned...

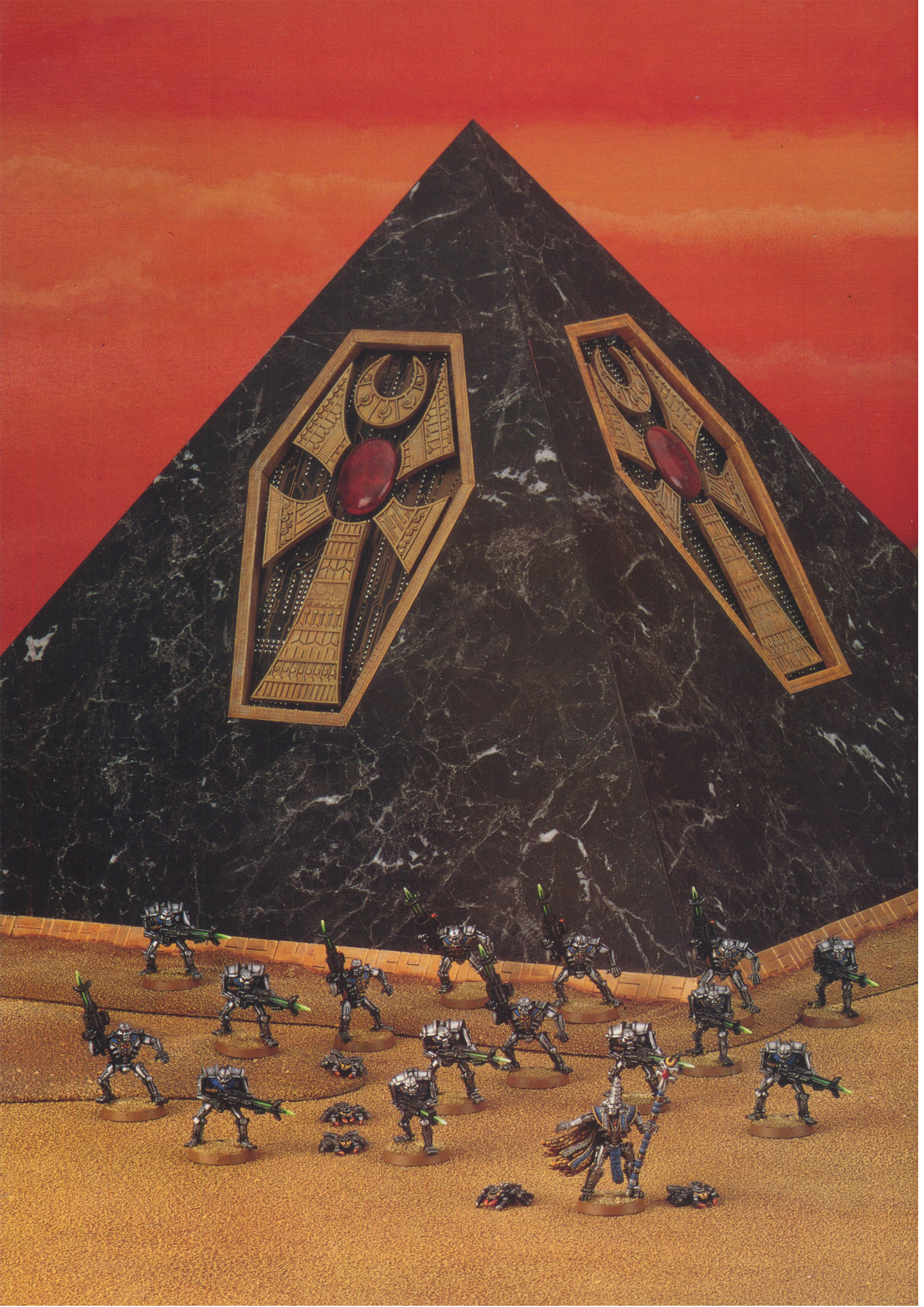
Owen and Mark scratch-built most of this terrain from plasticard and various other odds and ends including assorted metal backpacks and pieces from the Warhammer 40,000 accessory sprue.



**Above and below:** Imperial excavation machines converted by Owen Branham. Using an old toy tractor as the basis for the model, Owen raided his bits box for interesting paraphernalia to add to the machines, such as dozer blades and exhaust pipes. He then painted them up to give the machines an old, weather-beaten look.



**Above:** The Necron monolith built by Dave Andrews. This was made from plasticard, carefully covered in marble effect vinyl sheet. Dave used the same sheet on the Pyramid to give the Necron constructions a common theme.



## THE PYRAMID

As mentioned earlier, Dave enlisted the help of Owen Branham and Mark Jones from our model making department to set about bringing his ideas for the Necron architecture to life. Most of the processes that they went through were actually very simple (as with most great looking terrain they make you think, "How did they do that?"). They used foamboard (two pieces of card with foam in the middle) cut into four triangles to make the pyramid, which was then stuck down to a large piece of hardboard to give the model a solid base. Dave wanted the actual pyramid itself to be quite simple with hardly any surface detail, but decided that such a featureless surface would need a strong contrasting element, so he decided to carry the rune pattern featured on the Necron models onto the terrain piece itself. This would also provide an appropriate link with the models and make the pyramid unmistakably 'Necron'. So whilst Owen and Mark concentrated on the main structure of the pyramid, Dave made the rune using various materials, mainly plasticard and old circuit boards. He even got some parts of it (like the gold surround, that also goes around the bottom of the pyramid) specially cast up in the Citadel foundry.

At this point the actual walls of the pyramid were still bare foam board, and Dave wanted to achieve a shiny marble effect. As luck would have it, he spotted a number of vinyl sheets in his local DIY store that just happened to have a printed marble effect on them! These were then carefully cut to shape and glued onto the sides of the pyramid. Dave often spies out interesting materials for modelling projects when out shopping in DIY and hardware stores, and as most modellers will tell you it's amazing the amount of useful stuff you can find in such places!

As for what's coming next for the Necrons, plans are afoot for more flying vehicles and larger mechanoid lifeforms who will fulfill a support role in the Necron forces. Dave has plans for yet more Necron terrain following the same theme, including a temple with rows of monoliths and tombs. This idea was influenced by the terracotta army in China (the first Emperor of China, was buried with thousands of life-size pottery models of his soldiers, which have been excavated in China and are now a tourist attraction). He feels that this sort of imagery will conjure up images of ancient and terrifying forces being held in stasis for millennia, ready to be unleashed upon an unsuspecting universe...

